

Classification of anti-submarine warfare sonar targets using a deep neural network

Karl Thomas Hjelmervik

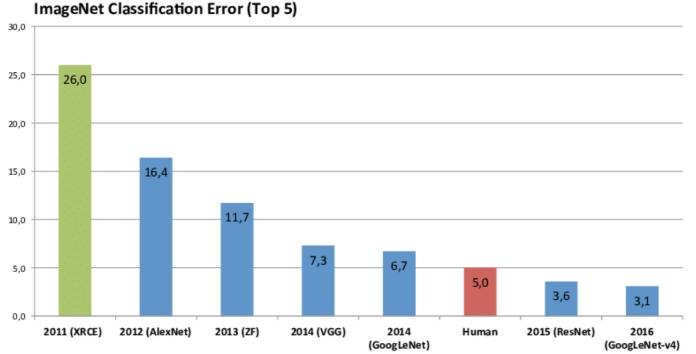
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Henrik Berg

MATLAB EXPO Stockholm 16. May 2019

Deep learning applications

- Massive breakthrough for deep learning in recent years ۲
- Particularly convolutional neural network for image classification • applications
 - e.g. ImageNet annual image classification competition



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Deep learning applications

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 applications
 - e.g. ImageNet annual image classification competition
- Other fields with breakthroughs include
 - Speech processing
 - Machine translation (e.g. Google Translate)
 - Medical diagnosis systems
 - Prediction (e.g. weather, earthquakes)
 - Autonomy (e.g. self-driving cars)
 - Games (Chess, Go etc)
 - Art? (literature and paintings)





Gatys, Leon A., Alexander S. Ecker, and Matthias Bethge. "A neural algorithm of artistic style." *arXiv preprint arXiv:1508.06576* (2015).

A quick attempt at deep learning

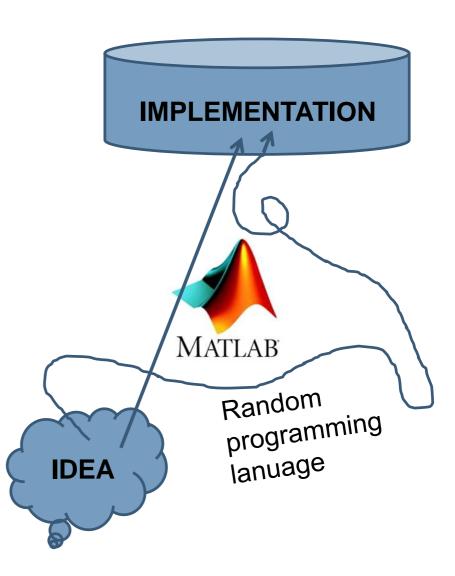
- Bird classification
 - 11 species from the bird feeder





A quick attempt at deep learning

- Bird classification
 - 11 species from the bird feeder
- Decided to go for MATLAB using
 - Deep Learning Toolbox
 - Image Processing Toolbox
 - Parallel Computing Toolbox for GPU
- Following this example:
 - <u>https://se.mathworks.com/help/deeplearning/gs/g</u>
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 - Using RESNET101



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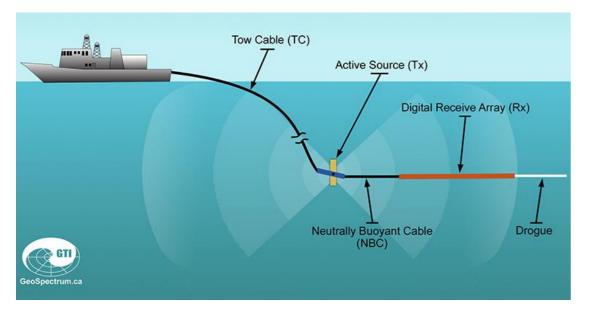
• After 10 minutes of coding and 10 hours of processing on my GPU...

Training Progress (10-May-2019 08.08.37) Training Progress (10-May-2019 08.08.37) Training Progress (10-May-2019 08.08.37)									Training its	eration 2632 of 6360	- 🗆 ×		
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	flaggspett	0 0.0%	96 6.8%	1 0.1%	1 0.1%	1 0.1%	0 0.0%	0 0.0%	0 0.0%	1 0.1%	1 0.1%	0 0.0%	95.0% 5.0%
		1 0.1%	2 0.1%	135 9.6%	2 0.1%	0 0.0%	0 0.0%	1 0.1%	1 0.1%	0 0.0%	1 0.1%	0 0.0%	94.4% 5.6%
		2 0.1%	2 0.1%	0 0.0%	90 6.4%	5 0.4%	6 0.4%	1 0.1%	19 1.4%	1 0.1%	0 0.0%	1 0.1%	70.9% 29.1%
0	grönnfink	1 0.1%	1 0.1%	0 0.0%	0 0.0%	80 5.7%	5 0.4%	0 0.0%	1 0.1%	2 0.1%	0 0.0%	1 0.1%	87.9% 12.1%
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	pilfink	2 0.1%	3 0.2%	2 0.1%	11 0.8%	0 0.0%	2 0.1%	1 0.1%	113 8.0%	3 0.2%	0 0.0%	0 0.0%	82.5% 17.5%
<u>s/c</u>	rødstrupe	1 0.1%	1 0.1%	1 0.1%	1 0.1%	1 0.1%	1 0.1%	1 0.1%	1 0.1%	131 9.3%	0 0.0%	1 0.1%	93.6% 6.4%
	skjære	0 0.0%	2 0.1%	2 0.1%	2 0.1%	1 0.1%	3 0.2%	0 0.0%	2 0.1%	1 0.1%	68 4.8%	4 0.3%	80.0% 20.0%
	svarttrost	2 0.1%	3 0.2%	2 0.1%	1 0.1%	1 0.1%	0 0.0%	2 0.1%	3 0.2%	1 0.1%	5 0.4%	137 9.7%	87.3% 12.7%
			85.7% 14.3%			82.5% 17.5%		5.8%	22.6%	7.1%	9.3%	6.2%	87.6% 12.4%
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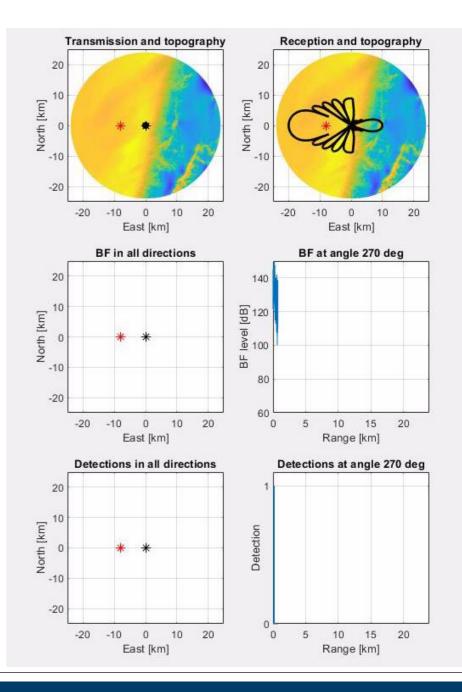
larget Class

What about active sonar applications?

- Active sonar
 - Transmits known signal
 - Receives echo from target and environment
 - Processes contacts through beam forming, matched filtering, normalisation, and detection



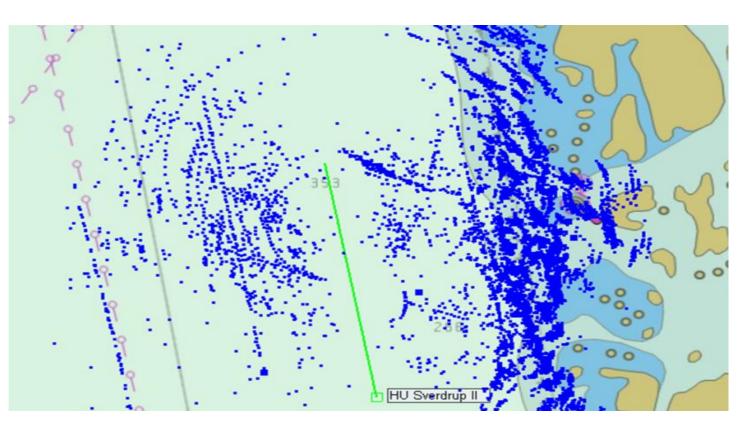
https://elbitsystems.com/pr-new/geospectrum-technologies-to-showcase-their-towed-reelable-active-passive-sonar-traps-at-cansec-2018/



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Classification problem

- High false alarm rates
 - Modern high resolution sonars
 - Littoral waters
- Cluttered sonar picture
 - Difficult to track targets automatically
 - Confusing picture for sonar operator
- Conclusion
 - Automatic target classification





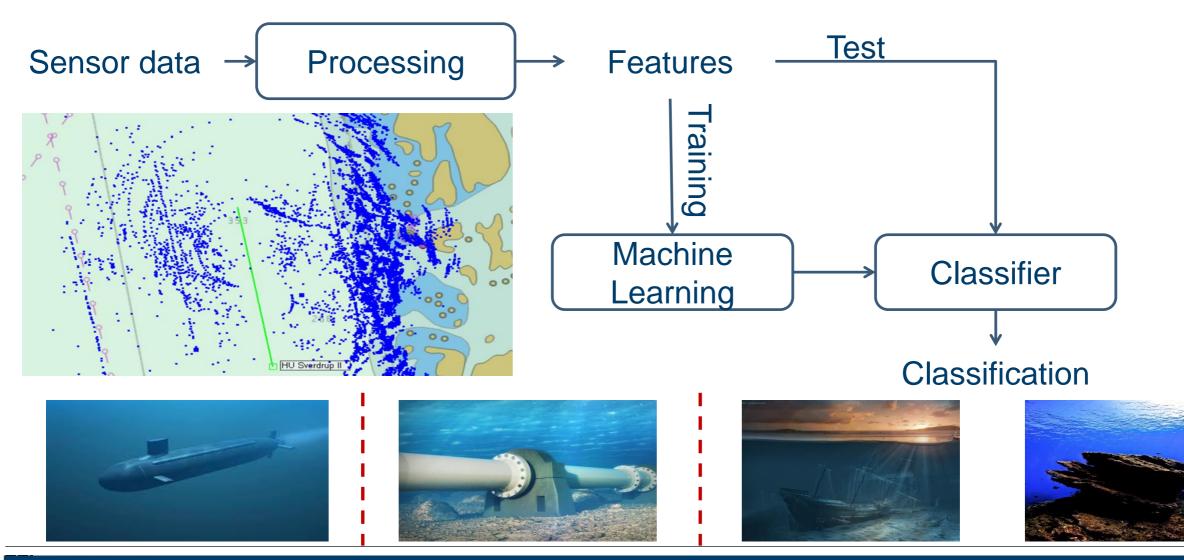
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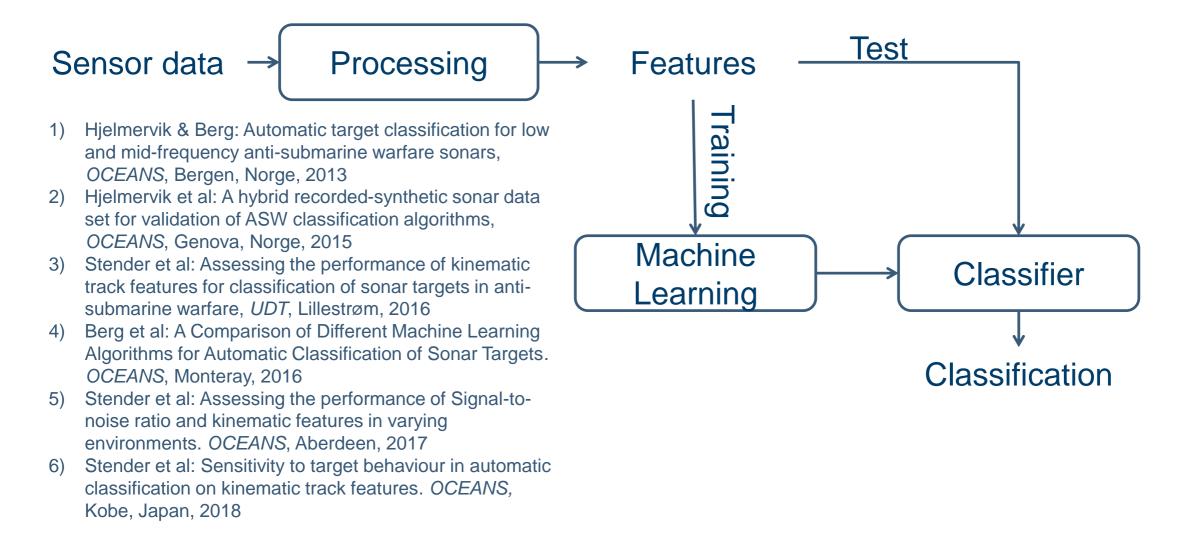


Automatic classification – Classic approach

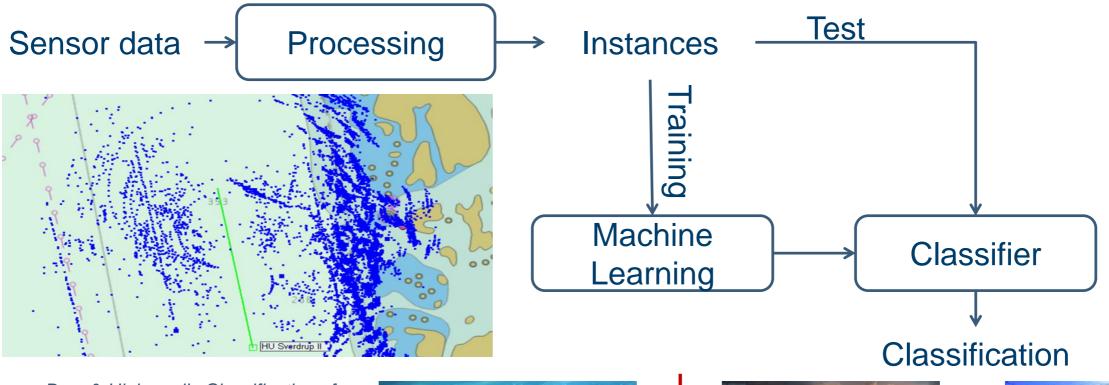




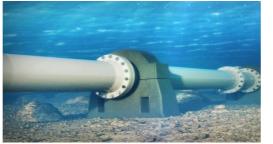
Automatic classification – Classic approach



Automatic classification – Deep learning



Berg & Hjelmervik: Classification of anti-submarine warfare sonar targets using a deep neural network. OCEANS, Charleston, USA, 2018







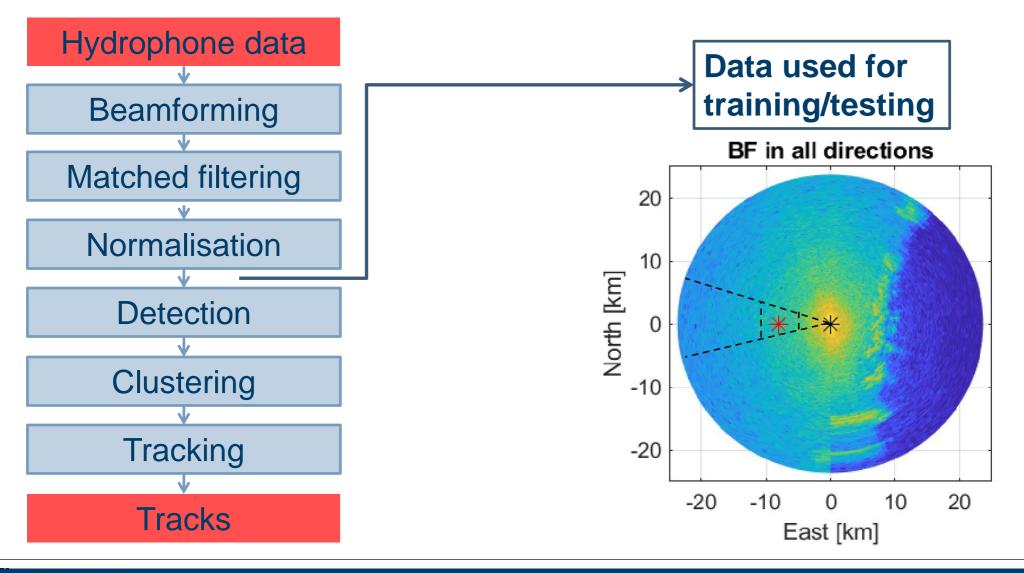
NATIII - Sonar Clutter Experiment 2002

- Collaboration between
 - FFI (N)
 - TNO (NL)
 - Thales Underwater Systems (F)
 - The navies of NL, F and N
- Performed off the west coast of Norway (in the Norwegian Trench)
- Active, Low frequency Towed Array Sonar



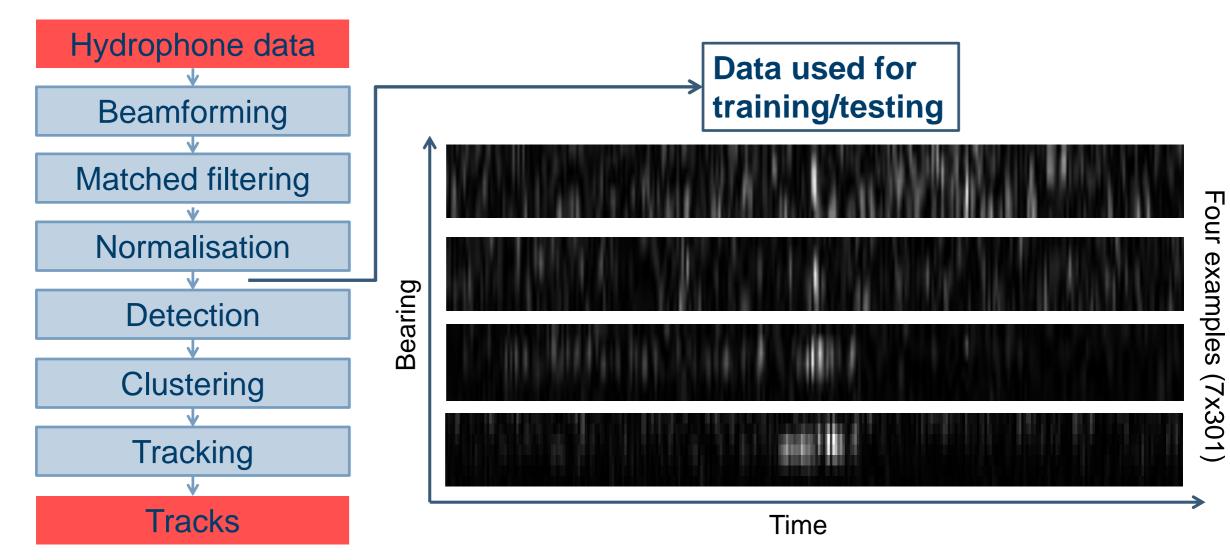


Processing



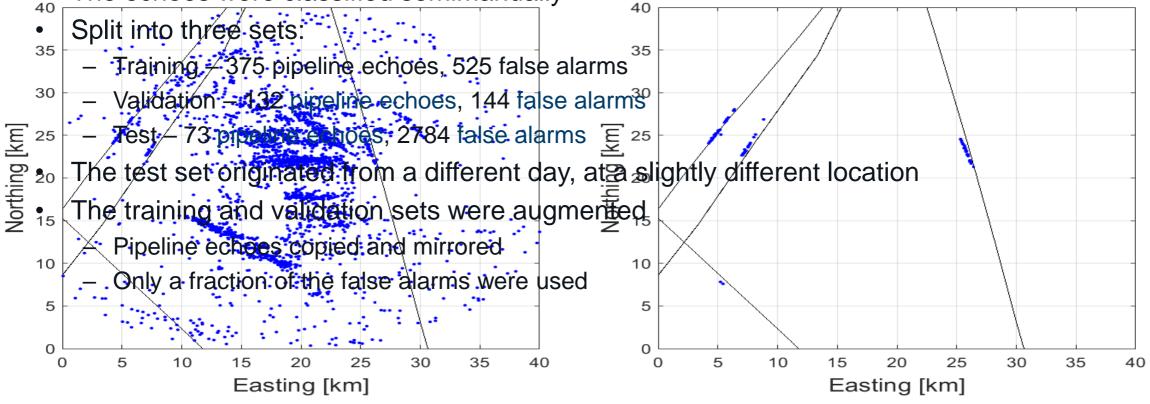
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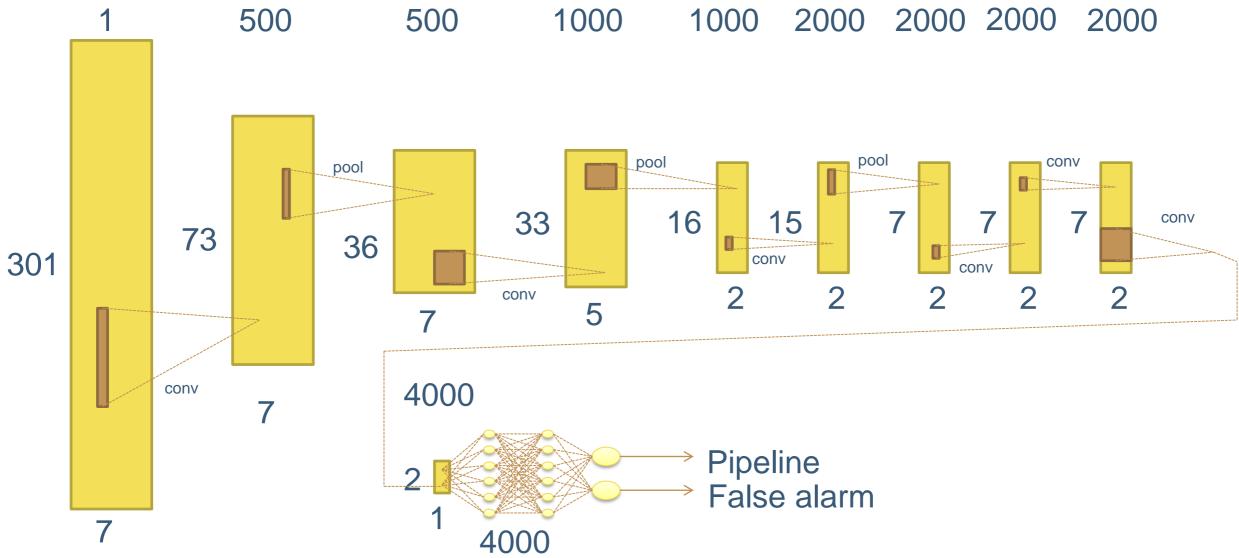


Data

- A few thousand echoes recorded during three different experiments
- The area contained four pipelines (with a total of 242 echoes)
- The echoes were classified semimanually



Neural network

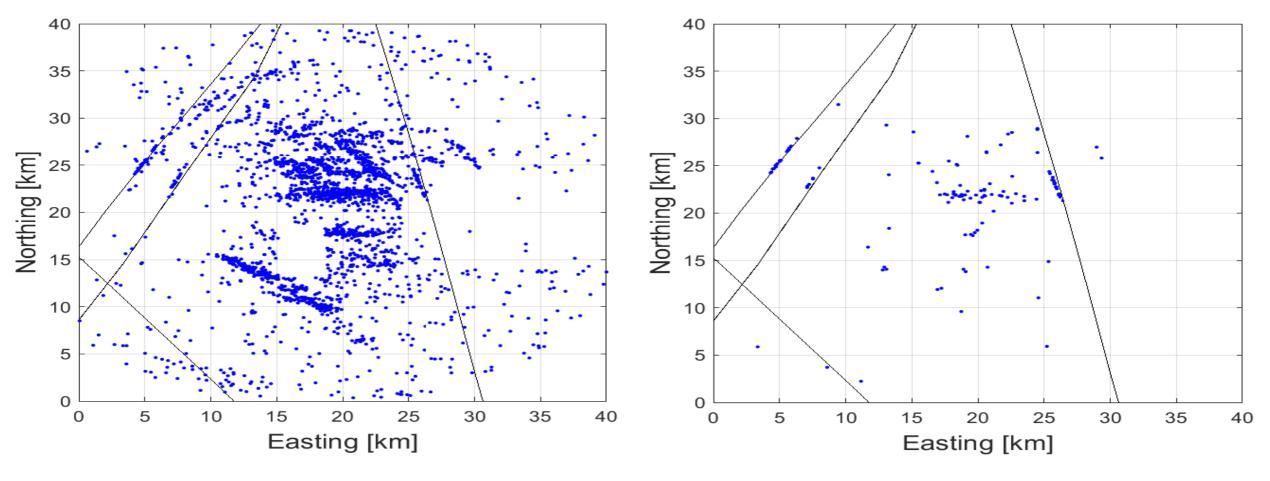


Traning and validation

- Implemented i MATLAB Deep learning Toolbox
- Executed on a Nvidia Geforce 980 GPU
- Learning rate 0.01, minibatch size 10
- Stop condition: Performance on validation set decreased
- 10 runs, 7-12 minutes per run
- Results combined by weighted averaging
- Finally: Tested on test set
 - Not used in any way during training

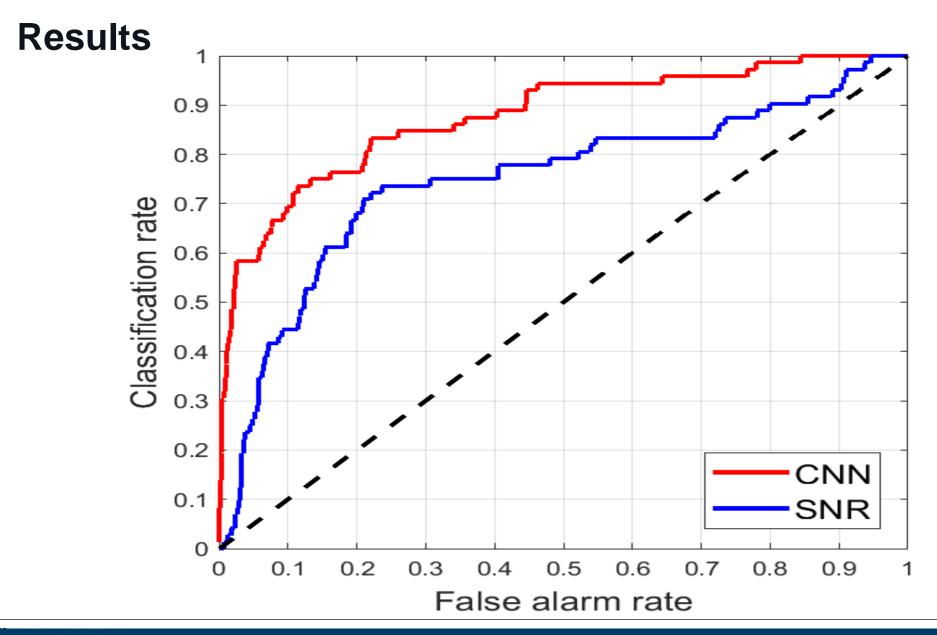


Results



Test set

Glassified blassfittained network



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Conclusions

- Deep learning for active sonar target classification shows promise
 - Easy to implement in MATLAB
 - Too small data set. More augmentation?
 - Significantly better results than simply raising the threshold in the detector
- Current/future work:
 - We need more training data
 - New augmentation techniques
 - Synthetic data
 - Investigate using data from different levels of processing
 - Beam formed
 - Multiple pings

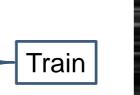
- Data from NAT3 2002
 - Training data set
 - 167 false
 - 164 true
 - Validation data set
 - 44 false

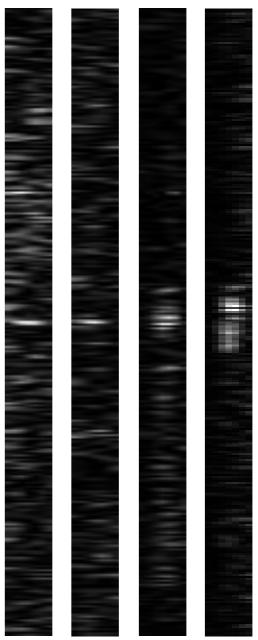
Case

- 63 true
- Test data set
 - 96 false
 - 38 true



- Augmented with synthetic data
 - Ca 54000 instances (50% true)



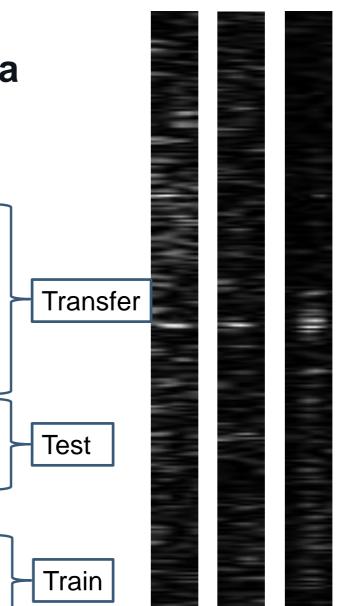


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